

AFTERMATH

REQUIRES
JOYSTICK



Screen pictures shown
may be a different
machine version



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ALTERNATIVE + SOFTWARE

AFTER MATH

AFTERMATH



AFTERMATH

Joystick only

LOADING INSTRUCTIONS

Hit Shift and Run Stop keys together.

The year is 2012 and tensions between the two superpowers are at their highest.

As Regional Air Defence Co-ordinator it is your duty to protect military bases in your area.

Each base consists of six domed billets and an Anti Missile complex. It is from here that you launch your anti missile missiles.

The attack is on.

You must destroy all incoming enemy missiles, aircraft and smart bombs, before they reach ground zero, but fire carefully as you have a limited number of A.B.M.s. Should a missile or smart bomb hit either a billet or control centre, it will be destroyed. Control centres are repaired after each attack wave, but billets are unrepairable.

However, one billet is repaired once you have scored 10,000 points. Once all billets have been destroyed, the game will end.

Will you be able to cope with the Aftermath of it all?

KEYS

Joystick port 2.

CBM64/128

CBM64/128

199 RANGE

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IL DOPO JOYSTICK

ISTRUZIONI DI CARICAMENTO
Premere contemporaneamente i tasti SHIFT e RUN/STOP.

Come Coordinatore delle Difese Aeree Regionali, è tuo compito proteggere le basi militari nella tua area.

Ogni base consiste in sei accantonamenti a cupola e in un complesso Anti Missilistico. Da qui vengono lanciati i missili anti-missile.

L'attacco incomincia.

Tu devi distruggere tutti i missili, aerei e bombe intelligenti che arrivano, prima che tocchino terra. Ma spara con attenzione, data che disponi di un limitato numero di A.B.M. Se un missile o una bomba intelligente colpisce un accantonamento o un centro di controllo, questi vengono distrutti. Ma, mentre i centri di controllo sono riparabili dopo ogni attacco, gli accantonamenti non sono riparabili.

Tuttavia, quando hai accumulato 10.000 punti, un accantonamento viene riparato. Quando tutti gli accantonamenti sono distrutti, il gioco termina.

Sarai in grado di affrontare IL DOPO di tutto questo?

TASTI
Joystick in porta 2.

AFTERMATH Nur mit Joystick

'... und der Schrecken bleibt'

Ladeanweisungen:
SHIFT und RUN/STOP gleichzeitig drücken.

Es ist im Jahre 2012, und die Spannung zwischen den Supermächten hat ihren Höhepunkt erreicht.

Als regionaler Luftabwehr-koorinator haben Sie die Aufgabe, die Militärbasen in Ihrem Gebiet zu schützen.

Die Basen bestehen jeweils aus 6 halbrunden Quartieren und einem Raketenabwehrkomplex, von wo aus Sie Ihre antibalistischen Raketen abschießen.

Der Angriff hat begonnenn.

Sie müssen alle angreifenden feindlichen Raketen, Flugzeuge und 'intelligenten' Bomben zerstören, bevor sie Bodennulpunkt erreichen. Sie müssen mit Überlegung vorgehen, denn Sie haben nur eine begrenzte Anzahl antibalistischer Raketen. Wenn eine Rakete oder Bombe ein Quartier oder einen Kontroll-Center trifft, werden diese zerstört. Die Kontroll-Centren werden nach jeder Angriffswelle repariert, doch die Quartiere sind nicht reparierbar.

Ein Quartier wird jedoch repariert, wenn Sie 10000 Punkte erreicht haben. Wenn alle Quartiere zerstört sind, ist das Spiel beendet.

Und Ihnen bleibt der Schrecken.

Steuerung:
Joystick Port 2.



HEY HOUSE GUYS!
CHECK OUT
THESE OTHER
TITLES!

C64/128

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ENDZONE
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